

**AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A computer-implemented method for simulating a run-time user interaction with a voice application, said method comprising the steps of:
  - loading a user simulation script programmed to specify simulated voice interactions with the voice application;
  - deriving from the voice application a nominal output of the voice application; and
  - processing the user simulation script to generate both a simulated output for the voice application corresponding to the nominal output and a simulated input for the voice application corresponding to a pre-determined user input to the voice application, ~~wherein the step of processing further comprises simulating a text equivalent and an execution time for each of the nominal output and the pre-determined user input, and further comprising the steps of:~~
    - a) ~~deriving additional nominal outputs of the voice application;~~
    - b) ~~processing the user simulation script to generate additional simulated outputs for the voice application corresponding to the additional nominal outputs;~~
    - c) ~~processing the user simulation script to generate additional simulated inputs to the voice application; and~~
    - d) ~~repeating steps a), b) and c) until the user simulation script is exhausted to simulate a complete set of user interactions with the voice application, in response to and as input for a complete set of user prompts from the voice application.~~

Claims 2-7 (Cancelled)

8. (Currently Amended) A computer-readable medium having stored thereon a computer program for simulating a run-time user interaction with a voice application, said computer program comprising a routine set of instructions which when executed by a computer cause the computer to perform the steps of:

loading a user simulation script programmed to specify simulated voice interactions with the voice application;

deriving from the voice application a nominal output of the voice application; and

processing the user simulation script to generate both a simulated output for the voice application corresponding to the nominal output and a simulated input for the voice application corresponding to a pre-determined user input to the voice application, ~~wherein~~

~~the step of processing further comprises simulating a text equivalent and an execution time for each of the nominal output and the pre-determined user input, and further comprising the steps of:~~

~~a) deriving additional nominal outputs of the voice application;~~

~~b) processing the user simulation script to generate additional simulated outputs for the voice application corresponding to the additional nominal outputs;~~

~~c) processing the user simulation script to generate additional simulated inputs to the voice application; and~~

~~d) repeating steps a), b) and c) until the user simulation script is exhausted to simulate a complete set of user interactions with the voice application, in response to and as input for a complete set of user prompts from the voice application.~~

Claims 9-14 (Cancelled)

15. (Currently Amended) A computer-implemented simulation tool system for simulating a run-time user interaction with a voice application running on an application server, said tool system being configured to load a user simulation script programmed to specify simulated voice interactions with the voice application, and comprising:

a voice application processing module to process the voice application to derive a nominal output of the voice application; and

a user simulation script processing module to process the user simulation script to generate a simulated output for the voice application corresponding to the nominal output, and to generate a simulated input for the voice application corresponding to a pre-determined user input to the voice application, ~~wherein~~

~~the simulated output simulates a text equivalent and an execution time for the nominal output; and~~

~~the simulated input simulates a text equivalent and an execution time for the pre-determined user input.~~

Claims 16-20 (Cancelled)

21. (New) The method of claim 1, wherein the user simulation script is specified in a customized mark-up language.

22. (New) The method of claim 1, wherein the step of processing further comprises simulating a text equivalent and an execution time for each of the nominal output and the predetermined user input.

23. (New) The method of claim 1, wherein the simulated output simulates an output from a text to speech engine in response to the simulated input.

24. (New) The method of claim 1, wherein the simulated output simulates an output from an automatic speech recognition engine in response to the simulated input.

25. (New) The method of claim 1, wherein the simulated output simulates a pre-recorded audio source.

26. (New) The method of claim 1, further comprising the steps of:

- a) deriving additional nominal outputs of the voice application;
- b) processing the user simulation script to generate additional simulated outputs for the voice application corresponding to the additional nominal outputs;
- c) processing the user simulation script to generate additional simulated inputs to the voice application; and
- d) repeating steps a), b) and c) until the user simulation script is exhausted to simulate a complete set of user interactions with the voice application, in response to and as input for a complete set of user prompts from the voice application.

27. (New) The computer-readable medium of claim 8, wherein the user simulation script is specified in a customized mark-up language.

28. (New) The computer-readable medium of claim 8, wherein the step of processing comprises simulating a text equivalent and an execution time for each of the nominal output and the pre-determined user input.

29. (New) The computer-readable medium of claim 8, wherein the simulated output simulates an output from a text to speech engine in response to the simulated input.

30. (New) The computer-readable medium of claim 8, wherein the simulated output simulates an output from an automatic speech recognition engine in response to the simulated input.

31. (New) The computer-readable medium of claim 8, wherein the simulated output simulates a pre-recorded audio source.

32. (New) The computer-readable medium of claim 8, further causing said computer to perform the steps of:

- a) deriving additional nominal outputs of the voice application;
- b) processing the user simulation script to generate additional simulated outputs for the voice application corresponding to the additional nominal outputs;

c) processing the user simulation script to generate additional simulated inputs to the voice application; and

d) repeating steps a), b) and c) until the user simulation script is exhausted to simulate a complete set of user interactions with the voice application, in response to and as input for a complete set of user prompts from the voice application.

33. (New) The computer-implemented simulation tool system of claim 15, wherein the user simulation script is specified in a customized mark-up language.

34. (New) The computer-implemented simulation tool system of claim 15, wherein the simulated output simulates a text equivalent and an execution time for the nominal output; and  
wherein the simulated input simulates a text equivalent and an execution time for the pre-determined user input.

35. (New) The computer-implemented simulation tool system of claim 15, wherein the simulated output simulates an output from a text to speech engine in response to the simulated input.

36. (New) The computer-implemented simulation tool system of claim 15, wherein the simulated output simulates an output from an automatic speech recognition engine in response to the simulated input.

37. (New) The computer-implemented simulation tool system of claim 15, wherein the simulated output simulates a pre-recorded audio source.